

THE GAME MACHINE™

Score Sheet for . . .
SHOOTING GALLERY

NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				
Random					Random					Random					Random				
Zig Zag					Zig Zag					Zig Zag					Zig Zag				
Cycle					Cycle					Cycle					Cycle				
TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES					TOTAL ALL GAMES				

RULES FOR SCORING: Decide how many games you want to play. Record your score from the GAME MACHINE™ at the end of each game. High score wins.

Waddingtons® House of Games, Inc.

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Score Sheet for . . . GRAND PRIX

NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER				
RACE #1					RACE #1					RACE #1					RACE #1				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #2					RACE #2					RACE #2					RACE #2				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #3					RACE #3					RACE #3					RACE #3				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #4					RACE #4					RACE #4					RACE #4				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #5					RACE #5					RACE #5					RACE #5				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #6					RACE #6					RACE #6					RACE #6				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #7					RACE #7					RACE #7					RACE #7				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #8					RACE #8					RACE #8					RACE #8				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				
RACE #9					RACE #9					RACE #9					RACE #9				
Bonus Points					Bonus Points					Bonus Points					Bonus Points				
Total Points					Total Points					Total Points					Total Points				

RULES FOR SCORING: Decide how many races you want to play. Record score from the GAME MACHINE™ after each race.
Add bonus points as follows: Over 30—5 points; Over 40—10 points; Over 50—15 points; Over 60—20 points. High score wins.

THE GAME MACHINE™

Score Sheet for . . . CODE HUNTER

NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER				
TURNS TO BREAK CODE					TURNS TO BREAK CODE					TURNS TO BREAK CODE					TURNS TO BREAK CODE				
Game #1					Game #1					Game #1					Game #1				
Game #2					Game #2					Game #2					Game #2				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #3					Game #3					Game #3					Game #3				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #4					Game #4					Game #4					Game #4				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #5					Game #5					Game #5					Game #5				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #6					Game #6					Game #6					Game #6				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #7					Game #7					Game #7					Game #7				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #8					Game #8					Game #8					Game #8				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #9					Game #9					Game #9					Game #9				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				
Game #10					Game #10					Game #10					Game #10				
Accumul. Points					Accumul. Points					Accumul. Points					Accumul. Points				

RULES FOR SCORING: Record score from the GAME MACHINE™ after each game. If you give up and display the code, add a five point penalty to your score. Low score wins.

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Score Sheet for . . .

COMPUTER BLACK JACK

NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER					NAME OF PLAYER				
PLAYER STARTS WITH \$200 BANK					PLAYER STARTS WITH \$200 BANK					PLAYER STARTS WITH \$200 BANK					PLAYER STARTS WITH \$200 BANK				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				
Bet					Bet					Bet					Bet				
Double Down					Double Down					Double Down					Double Down				
Win + Lose —					Win + Lose —					Win + Lose —					Win + Lose —				
Bank Balance					Bank Balance					Bank Balance					Bank Balance				

RULES: No bet over \$50. If players first two numbers total eleven, player may double bet and take just one more hit. Game ends at end of score sheet or if player goes "broke." Each player starts with \$200 Bank. BLACK JACK pays 3 to 2.

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